

## 8 NEW FEATS

**F**eats are taken in place of a character's stat increase when they level up; they are intended to give the players a talent or special ability out with their standard class progression. They represent additional training or experience that enables the character to do something beyond the ordinary. See the PHB for a list of the standard feats available. The below are a few new feats that can be incorporated into 5e D&D on agreement with your DM: Awakened Armour, Awakened Weapon, Companion, Grappler (re-worked), Intelligent fighter, Pressure Points, Spirit Walker, Melder.

Note that these feats can be found within my [Compendium of Feats](#) where you will find many more.

### AWAKENED WEAPON

*Prerequisite: Proficiency with the weapon of choice*

Your weapon has become imbued to be more than just a weapon to you. When you awaken the weapon it changes in your hands to aid you in battle.

This feat may be taken multiple times for different traits, but only once per trait unless indicated otherwise.

On selecting this feat, choose *three* from the list of traits below to awaken within your weapon.

Weapon traits can only be awakened by you and while wielding the specific weapon chosen.

Any combination of traits can be active on your weapon at the same time, however if any one of them is tagged with [x] below then it use all attack actions in that round of combat to perform (Otherwise it's a free action to activate).

#### EMPOWERED X

On a hit you can spend your bonus action to do additional damage, rolling the basic weapon damage again.

#### FLEXIBLE X

On a successful strike your weapon *grapples* your opponent instead of inflicting damage. Any attempt to break the grapple will result in the opponent taking damage from the weapon. On releasing you can choose to do the weapon's damage.

#### FORCEFUL X

On a successful hit drives the opponent 5ft away for every 5 points of damage inflicted. Changes any piercing or slashing damage to bludgeoning.

#### HUGE

The weapon's damage dice increases by one level and visually it goes up one size (wielded weight does not change).

#### INFUSED X

The weapon does 1D6 additional damage of a specific *type*.

#### LOADED X

One arrow/bolt/shot/round is manifest and ready to fire when an attack is made.

#### MARKED X

On a successful strike the target becomes marked giving a +2 to any further attacks against them with this weapon. Once marked you ignore any benefit from cover, hiding, invisibility or sneak the target has.

#### PIERCING X

Gives a +5 to an attack roll and changes slashing or bludgeoning damage types to piercing

#### PROTECTOR

Automatically parries incoming attacks giving a +1 to your AC each time this trait is taken.

#### RANGED X

The weapon can be used to strike foes with melee damage within [proficiency modifier x 5ft].

#### REACHING

You gains an additional 5ft to the range you can make melee attacks with your weapon.

#### EMPATHIC

Any properties, traits or attuned abilities that the weapon grants you can be activated with an *action* when your weapon is within sight.

#### SHARPENED

Each time this trait is taken, your weapon gains a +1 to both attack and damage

#### SUMMON

If your weapon is within 5ft of you it can be called to your hand as a bonus action. Further than this and you can spend one round per additional 5ft to summon it to your hand. It must be within [proficiency modifier x 5ft] and will fail if concentration is broken,

#### VAMPIRIC

The result of one of the dice rolled for the weapon's damage can be added to your HP (cannot take you above max HP).

Each time this trait is taken, another dice can be added.

## AWAKENED ARMOUR

*Prerequisite: proficiency with the armour you choose*

Your armour has become awakened with powers that are beyond normal protection. When you wear it, you can manifest the changes to aid you in battle.

This feat may be taken multiple times for different traits, but only once per trait unless indicated otherwise.

On selecting this feat, choose *three* from the list of traits below to awaken within your armour.

These traits can only be manifest by you and only while wearing all of the specific armour chosen.

Any combination of traits can be used at once, however if any of the traits activated are tagged with an [x] below, they require an action to activate on your turn. All of the tagged traits are single use and can be re-charged after a rest.

### CLIP-ON

Your armour can be donned rapidly, using an action every round to gain +1 AC until you reach your max AC

### DEFENCE

Each time this trait is taken, your armour gains +2 to its AC

### PROTECTOR X

Your AC extends to protect all within 5ft of you. The range increases by 5ft every time this trait is taken.

### RETALIATION

You can spend your reaction (or an action) once per rest to inflict 1D6 damage of a specific type to all within 5ft of you.

Each time this trait is taken, it adds another 1D6 of damage.

### SHAPING X

When motionless the armour blends in with its surroundings, giving a +10 to hide rolls.

### SHIELD X

Your armour gains +10 AC and grants advantage on all physical saves this round.

### STRENGTH

Your armour boosts any strength based action, giving you advantage on any strength based roll.

Each time this trait is taken you can use the boost one additional time per rest.

### WINGS X

Your armour can manifest wings which enable you to glide at 60ft/round and land safely (vertically must fall at least 10ft/round and cannot rise unless in strong updrafts.)

They dissipate on landing (or after 1D4 rounds if activated on the ground)

## COMPANION

This kid has been following you for a while; you have decided to take them under your care.

They could aid you. They could get you into trouble.

*This feat must be discussed with your GM to fit in with your campaign setting.*

Your companion could be any race and is a free willed, player controlled NPC.

They come to you with no resources and no family. They can be asked to run errands, spy, carry things, tidy, etc. Abuse them and they may abandon you.

### BACKGROUND

Choose where the child came from:

- **Abandoned:** left for dead they survived; proficiency in *Survival*
- **Escaped:** was a slave, found a way to escape; proficiency in *Deception*
- **Fate Touched:** was somehow drawn to you; proficiency in *Insight*
- **Feral:** was raised by animals; proficiency in *Animal Handling*
- **Lost:** wandered away from their family group; proficiency in *Performance*
- **Runaway:** ran from the place they call home; proficiency in *Stealth*
- **Summoned:** transported by a magic portal; proficiency in *Arcana*

### STATS

As a child, they are relatively weak; Roll [2D4 +4] for each stat: Str, Dex, Con, Int, Wis, Cha.

Stat	Modifier	Stat	Modifier
5	-3	8-9	-1
6-7	-2	10	0

They have 1D4 Hit Dice and start with 4HP

### TALENT

They speak common and have been following you for a time so know either:

- one language/skill/kit proficiency you know  
*Your companion can aid you using a help action when you use this skill.*  
or
- one weapon proficiency you know.  
*Your companion can only wield weapons with the light property.*  
or
- one first level spell or cantrip you know.  
*Your companion can only cast once per long rest and use cantrips [your spell modifier] times per long rest.*

They will remain out of combat unless specifically requested. They will be *frightened* if they take any damage.

### LEVEL UP

If you take this feat more than once, all stats increase by 1 point and one stat they have used a lot increases by a further 1 point. They also gain another two **talents** as per above.

## SPIRIT WALKER

You are attuned to the spirit realm, allowing you to leave your own body, float through physical world and possess lower creatures.

This feat can be taken more than once.

Each time this feat is taken you gain 3 *Spirit Dice*

These represent your power and influence over the spirit realm and re-generate one dice per short rest or replenish fully after a long rest.

### POLTERGEIST

You can use your *spirit dice* as a *bonus action* to spiritually impact any target adjacent to you. Each *spirit dice* used inflicts 1D4 *psychic* damage to your target.

You can spend *spirit dice* in the same way to attack (and/or move) any target in the physical realm while you are in the spirit realm.

### ASTRAL PROJECTION

Spend 1 *spirit dice* to leave your body and enter the spirit realm. This takes 1 *action* to complete.

While in the spirit realm your physical body is vulnerable and considered *unconscious*.

Your spirit form is immune to any physical or elemental damage, but you are *susceptible* to necrotic and psychic damage. (*Take 2x damage*). Attacks classed as "magic" can still damage you.

While out with a body you are limited to moving [Charisma modifier x5ft] away from your own physical body. You can spend 1 *spirit dice* to double the current limit.

You cannot be seen or heard by normal means while in spirit form unless you spend 1 *Spirit dice* to manifest as a ghostly vision and voice. This lasts for a maximum of [your *Charisma Modifier*] in minutes.

### POSSESS

When in the spirit realm you can spend *spirit dice* to try and possess a creature. For every dice spent, you can increase the *Challenge Rating (CR)* of the creature by one level:

CR possession	0	1/8	1/4	1/2	1	2	+1
spirit dice used	1	2	3	4	5	6	+1

For characters or NPC's, use their *level* as the CR when determining if you can try and possess them. A pet or willing creature counts as CR0.

You need to make a contested *Charisma* roll to take over the creature. You gain their senses and physical abilities but no memories, skills or mental talents.

Any damage taken when in a possessed body will psychically damage your own physical body.

If the creature dies while you are possessing it you snap back to your own body. You must make a *Death Save* or you drop to an unconscious OHP.

You can remain in possession of a creature for a maximum of [your *Charisma Modifier*] in minutes. To maintain possession after this time you must make another contested roll with a -1 for every minute you have spent in this creature's form.

**DM's discretion:** *Spell casting in the spirit realm...*

*This is likely attract unwanted and dangerous attention from native creatures/spirits, however...*

- Can use motion components (somatic - S) from within the spirit realm,
- Spend 1 spirit dice to manifest your voice in the physical realm to use the verbal (V) component.
- Spend 1 spirit dice to physically 'touch' a focus or ingredient used for any material (M) component.

*Spells that do not directly affect the physical world may be cast without manifesting for the "V" component.*

## GRAPPLER \*\*

*Prerequisite: Strength 13 or over*

You've developed the skills necessary to hold your own in close-quarters grappling.

### GRAB

You can use an *attack* to make an opposed roll *Athletics* skill with *advantage* against your opponent's *Athletics* or *Acrobatics* skill to get them into a grapple hold.

*(You need one hand free to grapple an opponent and they cannot be more than one size larger than you)*

### NO ESCAPE

An opponent rolling a contested *Strength* roll to escape your grapple is made with disadvantage.

### MOVES

If you have an opponent in a grapple, you can use your action to perform one of the following moves;

- **Disarm:** Make a contested *Str* Vs *Str* roll to force your opponent to drop an item held.
- **Drag:** Make a contested *Str* vs *Dex* roll to be able to move your opponent your full movement.
- **Incapacitate:** Make a contested *Str* Vs *Con* roll to inflict your *Str modifier* in damage (min 1).
- **Pin:** Make a contested *Athletics* Vs *Athletics/Acrobatics* roll to render you both *restrained*
- **Subdue:** Make a contested *Str* vs *Con* roll to render your grappled opponent *unconscious*. As long as the grapple remains unbroken, you get a +1 for every consecutive try.
- **Throw:** Make a contested *Str* vs *Str* roll to move your opponent [*Str modifier* x 5ft] in a specific direction and render them *prone* (This breaks the grapple on a failed roll)

### SWITCH

If you succeed on any contested *Athletics* roll you can choose to put your opponent into a grapple hold, no matter who initiated the action.

\*\* Note: This is a complete re-working from the PHB feat

## MELDER

You have an affinity for Stone, Wood or Metal. You can shape it, root into it and even immerse things in it.

This feat can be taken multiple times but only for the same material.

When this feat is taken, you must choose from one of three materials: *Stone*, *Wood* or *Metal*.

Melding only affects non-magic materials.

If this feat is taken more than once, the volume of material you can **shape** or **immerse** in is doubled each time it is taken.

### SHAPE

You gain a *proficiency* in *stonemason's tools*, *woodworking tools* or *blacksmithing tools*, however you do not need the actual tools to work your material.

You can re-shape, join and repair any non-magic item made of your element.

While *climbing* a surface of your material, you can choose to half your climb speed and leave holds for anyone following (reducing the *difficulty DC* by two levels.)

### ROOT

You sink your hands and/or feet a few inches into the material, enabling you to stand firm when others would fall and climb what would be impossible to others.

When you are on a surface that matches your element ...

- You have *advantage* on any roll that would result in you becoming *Prone* or falling.
- A failed *climbing* roll only results in reducing your climb speed to 1 in that round.

### IMMERSE

You can spend a round physical touching a surface of your element, adapting your body to its specific composition. Once adapted to a surface you can push yourself or things into/through the surface.

Once you let go of something within the surface, it becomes merged with it; anchored permanently.

To immerse a non-willing creature you need to have them *grappled* and make a contested strength roll as an action:

- On one success you can immerse a limb (*grappled* by the surface with -5 to escape)
- On a second success another limb is immersed (-10 to escape)
- On a third success they start *suffocating* in the surface (They have [*Con modifier*] rounds before dropping to OHP and making death saves. Still -10 to escape)

It would take three rounds to fully immerse your own body volume of material. (Or push through.)

The volume you can **shape** or **immerse** is equivalent to your own body volume and requires a *short rest* to replenish.

You can only *adapt* to one surface per *long rest*.

## INTELLIGENT FIGHTER

You fight smarter rather than faster; relying on technique and making your opponent do what you want during a fight.

### TECHNIQUE

You can use your *Intelligence modifier* in place of your *Dexterity modifier* for the *attack* and *damage* modifiers using any Dex based melee weapon that you are *proficient* with.

You can apply this feat to any weapon you may become proficient with in the future.

## PRESSURE POINTS

You have learned the weak points to hit in order to subdue and render your foes unconscious.

You gain one *Ki point* that regenerates after a *short rest*.

You can spend one *Ki point* and take a -5 to your *attack roll* to attempt to **paralyze**, **disarm** or **drop** your opponent.

On a hit you force an opponent to make a *Constitution saving throw* to avoid the chosen effect your strike to has:

- **Paralyze:** Opponent effectively becomes *grappled* until their next turn without you having to hold them.
- **Disarm:** Opponent drops anything held in one hand.
- **Drop:** Opponent becomes *prone*

On a second time of taking this feat you gain another *Ki point* and can spend two *Ki points* to perform the following strikes:

- **Freeze:** As paralysis but opponent must make a Con save on their next turn to come out of it. Three failed checks and you have to release them.
- **Numb:** As *Disarm* or *Drop* but opponent must make a Con save on their next turn to regain use of specific limb. Three failed checks and you have to reinvigorate it.
- **KO:** If your strike damage is greater than the number they failed the Con save by, your opponent falls to a stable OHP

These strikes can only be performed with a *blunt weapon* or *unarmed attack* and on a creature no larger than you with a similar physiology.

## CREDITS

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